Copyright Notice and Method of Preservation
by William Bares

Space Pirates 3000 was a game published in 1982 by C & C Software of Knoxville TN.

These scans are provided as an archival service to preserve this game which combined physical game board and token while the computer prompted player moves and computed the outcomes of combat and trade turns.

Digital scans and edits were made by William Bares using a phone for taking photographs of the manual and a flatbed color scanner. Digital editing was done using a combination of Microsoft Windows Paint, GIMP image editing software, and Microsoft PowerPoint.

Method of Digital Preservation of the Manual, Tokens, and Gameboard

Since the manual was bound by staples, each page of text was photographed, then processed by OCR to avoid bending the manual. The plain text was formatted in Microsoft Word so that the text could be read by text to speech synthesizers allowing screen readers to read the text content for accessibility.

The striking cover image was scanned on a flatbed color scanner.

The digital version of the manual including the cover page was exported to PDF.

The four sheets of cardboard game tokens still held the individual perforated tokens in place. Each sheet of tokens is approximately 8.25 inches wide by 8.5 inches high. Each sheet was carefully slid onto a comic book acid-free backboard and set on the scanner bed. Digital scans were imported in Microsoft PowerPoint. The document dimensions were set to match the physical size of each cardboard sheet of tokens. A single PDF was created for printing the four sets of tokens.

The game board consists of two halves, each of which is 25.5 inches wide by 8.5 inches high. Each half of the board is made of three folding sections. Each of the three folding sections is 8.5 inches wide. The total width of the playing field is 3 x 8.5 inches or 25.5 inches. Since the total length of the board exceeds the width of a typical scanner, it was necessary to scan the board in sections and align the separate scans so that the hex grid lines matched up. The document size in PowerPoint was set so that each page represented one half of the gameboard which was 25.5 inches wide by 8.5 inches high.